

ABERFATH



MINA CHART

your healing rates are doubled. Base Resistance and Endurance ratings equal 3 each (before allocating any dots into Abilities).

ings of 3 each. Lifespan 150+ years. Dice pool penalties due to injuries and pain are reduced by one. The character receives one

and Endurance ratings equal 3 apiece. Lifespan 150+ years. Dice pool penalties due to injuries and pain reduce by two. The "d" health level.

normal human, and your base Resistance and Endurance ratings begin at 4 each. Lifespan 180+ years. Dice pool penalties due to al damage, as well as one extra "Bruised" health level.

stance and Endurance ratings equal 4 each. Lifespan 200+ years. Dice pool penalties due to injuries and pain reduce by four. The "d" health levels.

Your base Resistance and Endurance ratings equal 5 each. Lifespan 250+ years. Dice pool penalties due to injuries and pain as three extra "Bruised" health levels.

Close Combat Maneuvers Table

Maneuver	Ability	Accuracy	Difficulty	Damage
Block	Brawl, Martial Arts	Special	Normal	0
Clinch	Brawl, Martial Arts	Normal	Normal	Strength + 2
Disarm	Martial Arts, Melee	Normal	Special	Special
Dodge	Athletics, Martial Arts	N/A	Special	0
Hold	Brawl, Martial Arts	Normal	Normal	0
Kick	Brawl, Martial Arts	Normal	+1	Strength +3
Parry	Melee	Special	Normal	0
Power Block	Dex+power rating	Special	Normal	0
Strike	Brawl, Martial Arts	Normal	Normal	Strength +2
Sweep	Martial Arts, Melee	Normal	Normal	Special
Tackle	Brawl	Normal	+1	Strength +3
Throw	Brawl, Martial Arts	Normal	+1	Special
Weapon Strike	Melee	Normal	Normal	Weapon

Special Nova Maneuvers

Maneuver	Ability	Accuracy	Difficulty	Damage
Aerial Slam	Flight	Normal	+1	Special
Aerial Strike	Flight	Normal	+1	Special
Asphyxiation	Bodymorph	Normal	Normal	Special
Hyperspeed Slam	Brawl	Normal	+1	Special
Hyperspeed Strike	Brawl, Martial Arts	Normal	+1	Special
Smackdown	Brawl, Martial Arts	Normal	Special	Strength +6

Ranged Combat Maneuvers

Maneuver	Ability	Accuracy	Difficulty	Damage
Automatic Fire	Firearms	+10	+2	Special
Multiple Shots	Firearms	Special	Normal	Weapon
Semiauto Burst	Firearms	+2	Special	Weapon
Spray	Firearms	+10	Special	Special
Strafing	Firearms	+10	Special	Special
Two Weapons	Firearms	Special	Special	Weapon



x Normal nova metabolism: You're still pretty tough. You soak bashing and lethal damage as normal for your Stamina, but your Lifespan 150+ years.

• Stupendous: You can go for weeks without sleep, and your healing rates are tripled. Base Resistance and Endurance ratings receive one extra soak against bashing damage and one extra soak against lethal damage.

•• Amazing: Torturers despair of breaking you. Your healing rates are four times faster than a baseline's. Base Resistance and Endurance ratings receive two extra soak against bashing damage and one extra soak against lethal damage, as well as one extra "Bruised" condition.

••• Incredible: Participating in a few triathlons in a row doesn't even phase you. Your healing rates are five times those of a baseline's. Base Resistance and Endurance ratings receive three extra soak against bashing damage and two extra soak against lethal damage, as well as two extra "Bruised" conditions.

•••• Spectacular: Bullets practically bounce off your chest, and your healing rates are six times that of a baseline. Base Resistance and Endurance ratings receive four extra soak against bashing damage and two extra soak against lethal damage, as well as two extra "Bruised" conditions.

••••• Godlike: Missiles practically bounce off your chest. Your healing rates are seven times better than any normal human's. Base Resistance and Endurance ratings receive five extra soak against bashing damage and three extra soak against lethal damage, as well as three extra "Bruised" conditions.

Vehicle Chart

Vehicle	Safe Speed	Max Speed	Maneuver	Passengers	Armor	Cost
Compact car	100	180	5	3	2	••
Midsize car	150	250	6	4	3	••
Large car	150	280	5	5	4	•••
Sports car	200	420	6	2	2	••••
Motorcycle	180	280	8	2	0	•
Small truck	125	200	5	2	3	•••
Large truck	100	200	4	2	4	••••
Small prop plane	220	340	5	4	2	•••
Large prop plane	540	760	3	40	5	••••
Jet aircraft	700	900	4	20	6	•••••
Fighter	700	Mach 3	7	2	3 [7]	•••••
Bomber	600	Mach 2 •	5	5	3 [10]	••••••
Helicopter	300	500	7	20	3	••••
Military helicopter	360	600	9	2-8	3 [8]	•••••
Personnel carrier	60	90	3	16	5 [10]	•••••
Urban assault vehicle	80	120	4	5	5 [10]	•••••
Main battle tank	60	90	2	4	6 [12]	•••••

Safe Speed: Indicates the safest possible speed (in kilometers per hour) at which to perform maneuvers in the vehicle.

Max Speed: The highest possible speed (in kilometers per hour) for the vehicle. Maneuvers are extremely difficult, if not impossible, at this speed.

Maneuver: The maximum dice pool allowable by the vehicle type. Penalties (i.e., damage penalties) should be applied to the character's dice pool before limiting the pool by the maneuver rating.

Passengers: The normal seating capacity of the vehicle.

Armor: The protection afforded to passengers of the vehicle. Damage should be soaked by the vehicle before hitting any passengers. The rating in brackets indicates the minimum number of damage successes required to penetrate the vehicle's armor. This rating is reduced by the damage add indicated for heavy weapons or nova attacks.

Cost: Represents the value of the weapon in Resource dots.



g no penalties.
seriously impaired.
ge.
cannot sprint.
t in pain.
g and wrecked.
pain and trauma.
in.



Experience Chart

Trait Increase	Cost
Attribute	current rating x 4
Ability	current rating x 2
Background	current rating x 2
Mega-Attribute	current rating x 5
Quantum Power (Level 1)	current rating x 3
Quantum Power (Level 2)	current rating x 5
Quantum Power (Level 3)	current rating x 7
Willpower	current rating
Quantum	current rating x 8
Quantum Pool	3 per dot
Initiative	current rating

New Trait

	Cost
Ability	3
Specialty (max. three per Ability)	1
Background	2
Enhancement	5
Mega-Attribute	6
Quantum Power (Level 1)	3
Quantum Power (Level 2)	6
Quantum Power (Level 3)	9

Note: A level of Quantum, Mega-Attribute, enhancement or quantum power can be bought tainted for half cost (rounded up); however, the nova immediately acquires a permanent Taint point, along with all the associated negative effects.

RECOVERY CHART

Healing Bashing Damage

Health Level	Recovery Time
Bruised to Wounded	One hour
Maimed	Three hours
Crippled	Six hours
Incapacitated	12 hours

Healing Lethal Damage

Health Level	Recovery Time
Bruised	One day
Hurt	Three days
Injured	One week
Wounded	One month
Maimed	Two months
Crippled	Three months
Incapacitated	Five months

Note that these healing times are for baseline humans. *All novas heal at least twice as fast as the times listed on the charts*, and novas with high Mega-Stamina heal much faster. See "Mega-Stamina Chart," to calculate a nova's normal healing time.

Melee Weapons Chart

Weapon Type	Damage	Str Min	Str Max	Conceal	Mass	Cost
Automobile	Str + 6/10d10 B	Mega •	Mega •••	N	1 mton	••
Ax	Str + 4d10 L	••	•••••	N	3 kg	•
Chain	Str + 5d10 B	•	Mega •	P	2.5 kg	•
Club	Str + 4d10 B	•	•••••	T	1 kg	•
Lamppost	Str + 6/10d10 B	Mega •	Mega ••	N	100 kg	••
Knife	Str + 2d10 L	•	•••••	J	0.5 kg	•
Staff	Str + 6d10 B	••	•••••	N	3 kg	•
Sword	Str + 5d10 L	•••	Mega •	T	3 kg	••
Tree	Str + 6/10d10 B	Mega •	Mega •••	N	0.5 mtons	•
Truck	Str + 7/12d10 B	Mega ••	Mega •••••	N	10 mtons	•••••

Damage: Indicates the damage dice pool for the weapon. Nonstandard weapons (e.g., automobiles) have two damage codes: the lower level should be applied to normal swings; the higher level is applied when the nova swings at full force, wrecking the vehicle in the process.

Str Min: Indicates the minimum Strength required to use the weapon in question. Characters who do not possess the indicated level of Strength simply cannot use the weapon effectively.

Str Max: Indicates the maximum Strength at which the weapon can effectively be used. Characters with higher levels of Strength than indicated will break the weapon on its first use, though they can "pull" their blows to the Str Max (reducing damage dice pools accordingly) in order not to break the weapon.

Concealment: P = Can be carried in a pocket; J = Can be hidden in a jacket; T = Can be hidden under a trenchcoat; N = Cannot be hidden on a person at all.

Mass: Indicates the mass of the weapon in kilograms or metric tons.

Cost: Represents the value of the weapon in Resource dots.



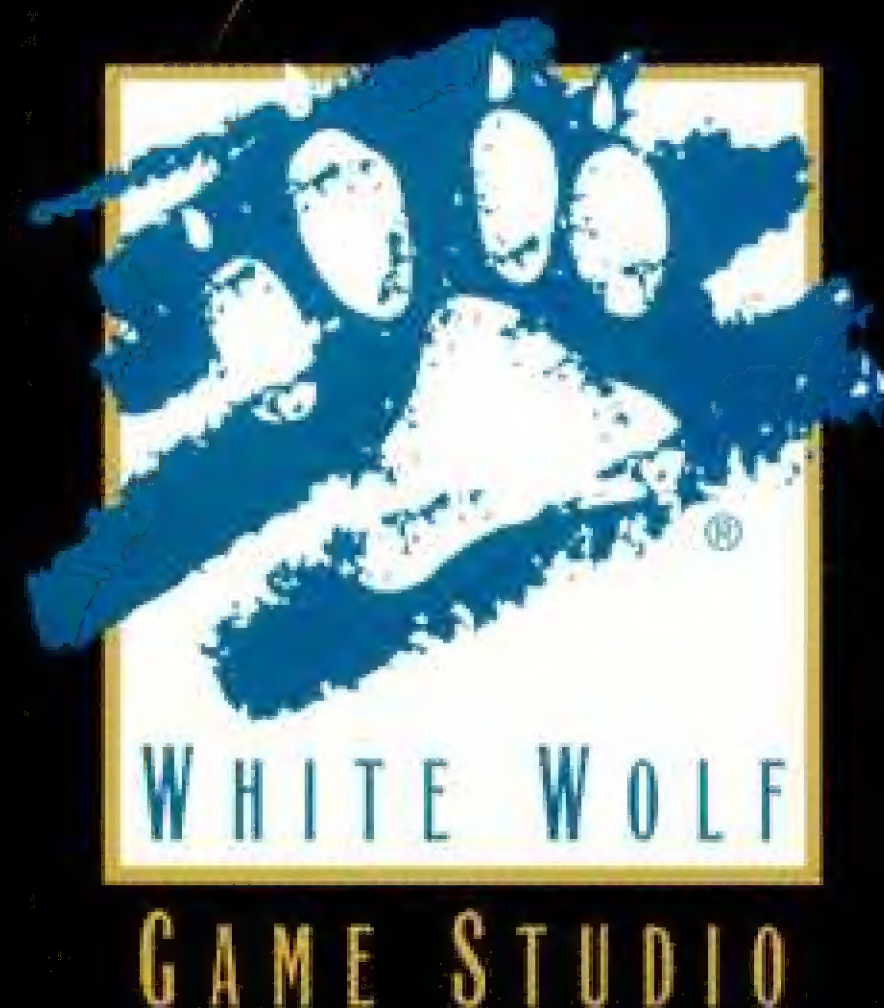
FLEMING 99

SCREEN STORYTELLERS



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Success and Failure Chart

Total Successes Rolled	Degree of Success
One	Standard
Two	Superior
Three	Remarkable
Four	Astonishing
Five	Phenomenal
Difficulty Rating	Degree of Difficulty
Zero	Standard
+1	Tough
+2	Challenging
+3	Difficult
+4	Critical

Health Chart

Health Level	Dice/Move Penalty	Description
Bruised	0	You're slightly battered, suffering
Hurt	-1	Some scrapes and bumps; not se
Injured	-1	Minor injuries; noticeable dama
Wounded	-2	You can walk and run, but you ca
Maimed	-3	A bloody mess, you hobble abou
Crippled	-4	You're severely injured, stumblin
Incapacitated		You lose consciousness from the
		No actions are possible.
Dead		Simply that. Notify the next of k

Ranged Weapons Chart

Type	Acc	Damage	Range	Mnv	RoF	Clip	Conc	Mass	Cost
Revolver, Lt.	0	4d10 L	50	Ms Tw	2	6	P	0.5	•
Revolver, Hvy.	0	5d10 L	50	Ms Tw	2	6	J	0.5	••
Pistol, Lt.	0	4d10 L	50	Af Ms Tw	4	17 + 1	P	0.5	•
Pistol, Hvy.	0	5d10 L	50	Af Ms Tw	3	7 + 1	J	0.5	••
Rifle	+2	8d10 L	200	n/a	1	5 + 1	N	3	••
Flechette Rifle	+1	6d10 L	35	Ms St	5	40	J	1	••••
Taser	0	6d10 B	20	Tw	1	20	J	1.5	••
SMG, Small	0	6d10 L	50	Af Ms Sa St Tw	40	40	J	2.5	••
SMG, Large	0	7d10 L	50	Af Ms Sa St Tw	45	50	N	3	•••
Shotgun	+5	6d10 L	30	Ms	2	8 + 1	T	3	••
Thrown Object	0	(Str/Mega-Str, +/- 1-3)	Spec.	n/a	1	n/a	n/a	Spec.	n/a

Acc: Accuracy indicates the number of dice added to the shooter's dice pool.

Damage: Indicates the damage dice pool for the weapon.

Range: This gives the practical shot range in meters.

Mnv: Maneuvers lists the special attacks available to the weapon. Effects of these maneuvers are listed in the Combat section. Af = Automatic Fire, Ms = Multiple Shots, Sa = Semiautomatic burst, St = Strafing, Tw = Two Weapons. Aiming, Cover, Cover Fire and Reloading apply to all weapons.

RoF: This represents the number of shots that can be made in one turn of combat.

Clip: The number of shots a gun can hold.

Conc: Concealability of the weapon. P = Can be carried in a pocket; J = Can be hidden in a jacket; T = Can be hidden under a trenchcoat; N = Cannot be hidden on a person at all.

Mass: The weapon's mass in kilograms.

Cost: Represents the value of the weapon in Resource dots.

MEGA-STRENGTH CHART

- Stupendous: Olympic weightlifters look at you in awe. You deadlift 1000 kg (one ton) and gain [5] automatic successes to Strength/ Might rolls and close combat damage dice pools.
- Amazing: When your moving truck breaks down, you just pick it up and carry it to your new home. You deadlift 10,000 kg (10 tons) and gain [10] automatic successes to Strength/ Might rolls and close combat damage dice pools.
- Incredible: You can toss automobiles for blocks. You deadlift 25,000 kg (25 tons) and gain [15] automatic successes to Strength/ Might rolls and close combat damage dice pools.
- Spectacular: You can juggle tanks. You deadlift 50,000 kg (50 tons) and gain [20] automatic successes to Strength/ Might rolls and close combat damage dice pools.
- Godlike: Even other novas are impressed by your physical might. You deadlift 100,000 kg (100 tons) and gain [25] automatic successes to Strength/ Might rolls and close combat damage dice pools.